StarSystem

+ stats
+ last_collisions
+ collidetable
+ collidemap
+ bolts
# xml
# current_stage
# terrains
# contterrains
# drawList
# GravitationalUnits
# physics_buffer
# current_sim_location
# no_collision_time
# name
and 7 more...

+ StarSystem()
+ StarSystem()
+ ~StarSystem()
+ SetZone()
+ GetZone()
+ AddMissileToQueue()
+ UpdateMissiles()
+ UpdateUnitPhysics()
+ RequestPhysics()
+ activateLightMap()
and 26 more...
+ beginElement()
+ endElement()
+ ProcessPendingJumps()
# LoadXML()
# beginElement()
# endElement()
# AddStarsystemToUniverse()
# RemoveStarsystemFromUniverse()

GameStarSystem

+ ~GameStarSystem()
+ GameStarSystem()
+ getBackground()
+ activateLightMap()
+ getLightMap()
+ getTerrain()
+ numTerrain()
+ getContTerrain()
+ numContTerrain()
+ getClickList()
and 8 more...
+ DrawJumpStars()